

1 CLAIM LISTING

2 1. (Currently Amended) A gaming machine including:

3 (a) a cabinet;

4 (b) a game video display ~~mounted on~~ located at a front side of the cabinet;

5 (c) a first additional video display ~~mounted on~~ located at the front side of the cabinet  
6 above the game video display, the first additional video display making up  
7 substantially the entire area of ~~the a~~ front side of the gaming machine above the  
8 game video display;

9 (d) ~~a player control device mounted below the game video display on the front side of~~  
10 ~~the cabinet, the player control device being separate from the game video display~~  
11 a player control touch screen display located below the game video display at the  
12 front side of the cabinet and extending substantially the entire width of the front  
13 side of the gaming machine, the player control touch screen display forming a  
14 portion of a forwardly projecting ledge located below the game video display and  
15 extending transversely to a plane of the game video display; and

16 (e) a second additional video display ~~mounted on~~ located at the front side of the  
17 cabinet below the player control touch screen display device, the second  
18 additional video display extending substantially the entire width of the front side  
19 of the gaming machine in an area ~~immediately~~ below the player control touch  
20 screen display device.

21  
22 2. (Currently Amended) The gaming machine of Claim 1 wherein the ~~player control device~~  
23 ~~includes a~~ player control touch screen display, the game video display, the first additional

1 video display, and the second additional video display together produce the entire graphic  
2 content for a game presentation provided by the gaming machine.

3  
4 3. Cancelled

5  
6 4. (Currently Amended) The gaming machine of Claim 1 ~~[[3]]~~ further including a  
7 mechanical player input device or player interface device ~~mounted~~ located on the  
8 forwardly projecting ledge.

9  
10 5. (Currently Amended) The gaming machine of Claim 1 further including at least one  
11 player interface device ~~mounted~~ located on the ~~lower front~~ side surface of the gaming  
12 machine adjacent to the second additional video display.

13  
14 6. (Currently Amended) A gaming system including:

15 (a) a number of gaming machines, each gaming machine including a respective  
16 single-player game presentation arrangement having a game video display, a first  
17 additional video display located above the game video display, a player control  
18 touch screen display located below the game video display and forming a ledge  
19 projecting from a plane of the game video display, a second additional video  
20 display located below the player control touch screen display, and a processing  
21 arrangement for controlling the game video display, first additional video display,  
22 second additional video display, and player control touch screen display, and  
23 wherein each of the game video display, first additional video display, second

1 additional video display, and player control touch screen display extend  
2 substantially the entire width of a front side of the respective gaming machine two  
3 or more video displays and also including at least one processor for controlling the  
4 video displays, at least one of the two or more video displays being mounted  
5 below a player control device mounted on a front side of each of the number of  
6 gaming machines; and

7 (b) a game modification controller in communication with each respective gaming  
8 machine, the game modification controller for selectively communicating  
9 presentation switching instructions to each respective gaming machine, the  
10 presentation switching instructions being executable at the respective gaming  
11 machine to cause the respective gaming machine to switch the content of each the  
12 game video display, the first additional video display, the second additional video  
13 display, and the player control touch screen display in the operation of the  
14 respective gaming machine from content for a first game presentation to content  
15 for a second game presentation.

16  
17 7 and 8 Cancelled

18  
19 9. (Currently Amended) The gaming system of Claim [[7]] 6 further including a game  
20 presentation server with a presentation storage arrangement for storing multiple sets of  
21 presentation instructions, each set of presentation instructions being executable at a  
22 respective one of the gaming machines to define at least a portion of the video content of

1       ~~at least two different~~ each respective video display[[s]] on the respective gaming machine  
2       during the operation of the respective gaming machine.

3  
4       10.   (Currently Amended) The gaming system of Claim 9 wherein the game modification  
5       controller is also for directing the transfer of a new set of presentation instructions from  
6       the game presentation server to a respective one of the gaming machines in connection  
7       with the presentation switching instructions communicated to the respective gaming  
8       machine.

9  
10       11.   (Currently Amended) The gaming system of Claim 6 further including a gaming machine  
11       usage monitoring arrangement for monitoring the usage of at least a portion of the gaming  
12       machines and providing control inputs to the game modification controller based on the  
13       monitored usage of at least a portion of the gaming machines.

14  
15       12.   (Original) The gaming system of Claim 6 wherein the game modification controller  
16       communicates presentation switching instructions to a respective gaming machine in  
17       response to a player input at the gaming machine.

18  
19       13.   (Currently Amended) The gaming system of Claim 6 wherein at least one of the gaming  
20       machines includes a storage device storing a number of sets of presentation instructions,  
21       each set of presentation instructions being executable at the respective gaming machine to  
22       define ~~at least a portion of the video content of at least two different~~ the respective video

1 displays on the respective gaming machine during the operation of the respective gaming  
2 machine.

3  
4 14. (Currently Amended) A method of making a game presentation at a gaming machine, the  
5 method including steps of:

6 (a) displaying a first game presentation component on a first video display ~~mounted~~  
7 ~~on~~ located at a front side of the gaming machine, the first game presentation  
8 component comprising a first portion of a first game presentation;

9 (b) simultaneously with displaying the first game presentation component, displaying  
10 a second game presentation component on a second video display ~~mounted on~~  
11 located at the front side of the gaming machine below the first video display, the  
12 second game presentation component comprising a second portion of the first  
13 game presentation; and

14 (c) simultaneously with displaying the first game presentation component, displaying  
15 a third game presentation component on a third video display located at ~~mounted~~  
16 ~~below a player control device on~~ the front side of the gaming machine below the  
17 second video display and forming a portion of a ledge extending from a plane of  
18 the second video display, the third game presentation component comprising a  
19 third portion of the first game presentation; and

20 (d) simultaneously with displaying the first game presentation component, displaying  
21 a fourth game presentation component on a fourth video display located at the  
22 front side of the gaming machine below the third video display, the first, second,

1 third, and fourth game presentation components combining to produce the first  
2 game presentation.

3  
4 15. Cancelled

5  
6 16. (Currently Amended) A method of controlling a gaming machine, the method including  
7 steps of:

- 8 (a) displaying a first game presentation through a ~~number of~~ series of four video  
9 displays ~~mounted on~~ located at a front side of the gaming machine in columnar  
10 fashion, ~~at least one of the number of video displays being mounted below a~~  
11 ~~player control device, and each respective video display showing a respective~~  
12 ~~portion of the first game presentation and extending across substantially the entire~~  
13 width of the front side of the gaming machine;
- 14 (b) producing a presentation switching instruction at least partially based on the  
15 utilization of additional gaming machines included in conditions of a gaming  
16 system in which the gaming machine is included, the additional gaming machines  
17 each providing a second game presentation; and
- 18 (c) in response to the presentation switching instruction, displaying ~~[[a]]~~ the second  
19 game presentation through the video displays ~~mounted on~~ located at the front side  
20 of the gaming machine, each respective video display showing a respective  
21 portion of the second game presentation.

1 17. (Currently Amended) The method of Claim 16 further including the step of monitoring  
2 usage of the gaming machine ~~or~~ and the additional gaming machines in the gaming  
3 system to produce usage information and wherein the presentation switching instruction  
4 is issued in response to the usage information.

5  
6 18. (Original) The method of Claim 16 further including the step of simultaneously storing a  
7 first game presentation instruction set and a second game presentation instruction set at  
8 the gaming machine, the first game presentation instruction set being executable to  
9 display the first game presentation and the second game presentation instruction set being  
10 executable to display the second game presentation.

11  
12 19. (Original) The method of Claim 16 further including the steps of:

- 13 (a) storing a second game presentation instruction set at a game presentation server  
14 remote from the gaming machine; and  
15 (b) communicating the second game presentation instruction set to the gaming  
16 machine to facilitate the display of the second game presentation at the gaming  
17 machine.

18  
19 20. (Currently Amended) The method of Claim 16 wherein the step of producing the  
20 presentation switching instruction ~~at least partially based on conditions of the gaming~~  
21 ~~system is performed based on conditions of the gaming system monitored by partially on~~  
22 inactivity at the gaming machine.

1 21. (Currently Amended) A gaming machine including:

2 (a) a cabinet;

3 (b) a game video display ~~mounted on~~ located at a front side of the cabinet;

4 (c) a player control video display forming at least a portion of a forwardly projecting  
5 ledge located immediately below the game video display at the front side of the  
6 cabinet, the forwardly projecting ledge extending transversely to a plane of the  
7 game video display; and

8 (d) ~~one or more mechanical player control devices mounted on the forwardly~~  
9 ~~projecting ledge adjacent to the player control video display~~ a first additional  
10 video display located at the front side of the cabinet above the game video display.  
11 the first additional video display making up substantially the entire area of a front  
12 side of the gaming machine above the game video display.

13  
14 22. Cancelled

15  
16 23. (Currently Amended) The gaming machine of Claim ~~[[22]]~~ 21 further including:

17 (a) a second additional video display ~~mounted on~~ located at the front side of the  
18 cabinet below the player control video display; and

19 (b) one or more player interface devices ~~mounted~~ located generally in the plane of the  
20 second additional video display.

21 24 and 25 Cancelled